

1 In the claims:

2 1. A method of playing a game, comprising:

3 applying at least one display strip to at least one player, wherein the display strip

4 comprises a plurality of lights, and wherein the lights are capable of displaying images;

5 receiving input from at least one player;

6 providing output signals to the display strip; and

7 displaying images on the display strip.

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9 2. The method of claim 1, wherein the step of providing output signals comprises:

10 providing output signals indicative of the player's status in the game.

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12 3. The method of claim 2, wherein the step of displaying images comprises:

13 displaying the player's status in the game on the display strip.

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15 4. The method of claim 3, wherein the display strip comprises a plurality of

16 display strips and the at least one player comprises a plurality of players, and wherein the

17 step of applying at least one display strip to at least one player comprises:

18 applying at least one display strip to each player.

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20 5. The method of claim 4, wherein the step of displaying images comprises:

21 displaying each player's game status on that player's display strip.

22

23 6. The method of claim 1, wherein the step of receiving input from at least one

24 player comprises:

25 receiving input from a game input device operated by the player.

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27 7. The method of claim 6, wherein the step of providing output signals to the

28 display strip comprises:

29 providing output signals from a game processor.

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31 8. The method of claim 3, wherein the step of receiving input from at least one

32 player comprises:

33 receiving input provided by a simulated weapon shot.

1 9. The method of claim 1, comprising:
2 emitting an audible sound from the display strip.

3
4 10. A game, comprising:
5 a processor;
6 at least one display strip in communication with the processor, wherein the display
7 strip includes a plurality of lights, and a mounting structure capable of mounting the
8 display strip on a player; and
9 a display in communication with the processor.

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11 11. The game of claim 10, wherein the display strip comprises a plurality of
12 display strips, the game further comprising:

13 a plurality of game input devices in communication with the processor, wherein
14 the game input devices receive input from players.

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16 12. The game of claim 11, wherein each game input device is associated with a
17 display strip, and wherein each game input device is arranged to receive input from a
18 specified player and the display strip associated with the game input device is arranged to
19 display status information for the specified player.

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21 13. The game of claim 12, wherein the plurality of display strips are in
22 communication with the processor through the game input devices.

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24 14. The game of claim 10, comprising:

25 at least one sensor, wherein the sensor is capable of sensing radiation from a
26 simulated weapon firing and providing an output to the processor in response to the
27 simulated weapon firing.

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29 15. The game of claim 14, wherein the display strip comprises a plurality of
30 display strips, and wherein the lights of each display strip are arranged to display a
31 player's status in the game.

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33 16. The game of claim 10, wherein the processor comprises:
34 a hand-held microprocessor capable of executing stored game instructions.

1 17. A method of making a display strip, comprising:
2 providing electronic component stock, wherein the electronic component stock
3 comprises a plurality of lights;
4 providing label stock, the label stock having a printable surface;
5 printing an image on the label stock; and
6 securing the label stock to the electronic component stock.

7

8 18. The method of claim 17, comprising:
9 cutting the label stock so that a resulting shape of the label stock generally
10 conforms with a shape of the electronic component stock.

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12 19. The method of claim 17, wherein the step of providing label stock comprises:
13 providing label stock having window portions that allow light to be transmitted
14 through the label stock.

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16 20. The method of claim 17, wherein the step of securing the label stock
17 comprises:
18 securing the label stock using an adhesive.

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20 21. The method of claim 17, wherein the step of printing an image comprises:
21 creating an image using a graphics program; and
22 instructing a printer to print the image on the label stock.